

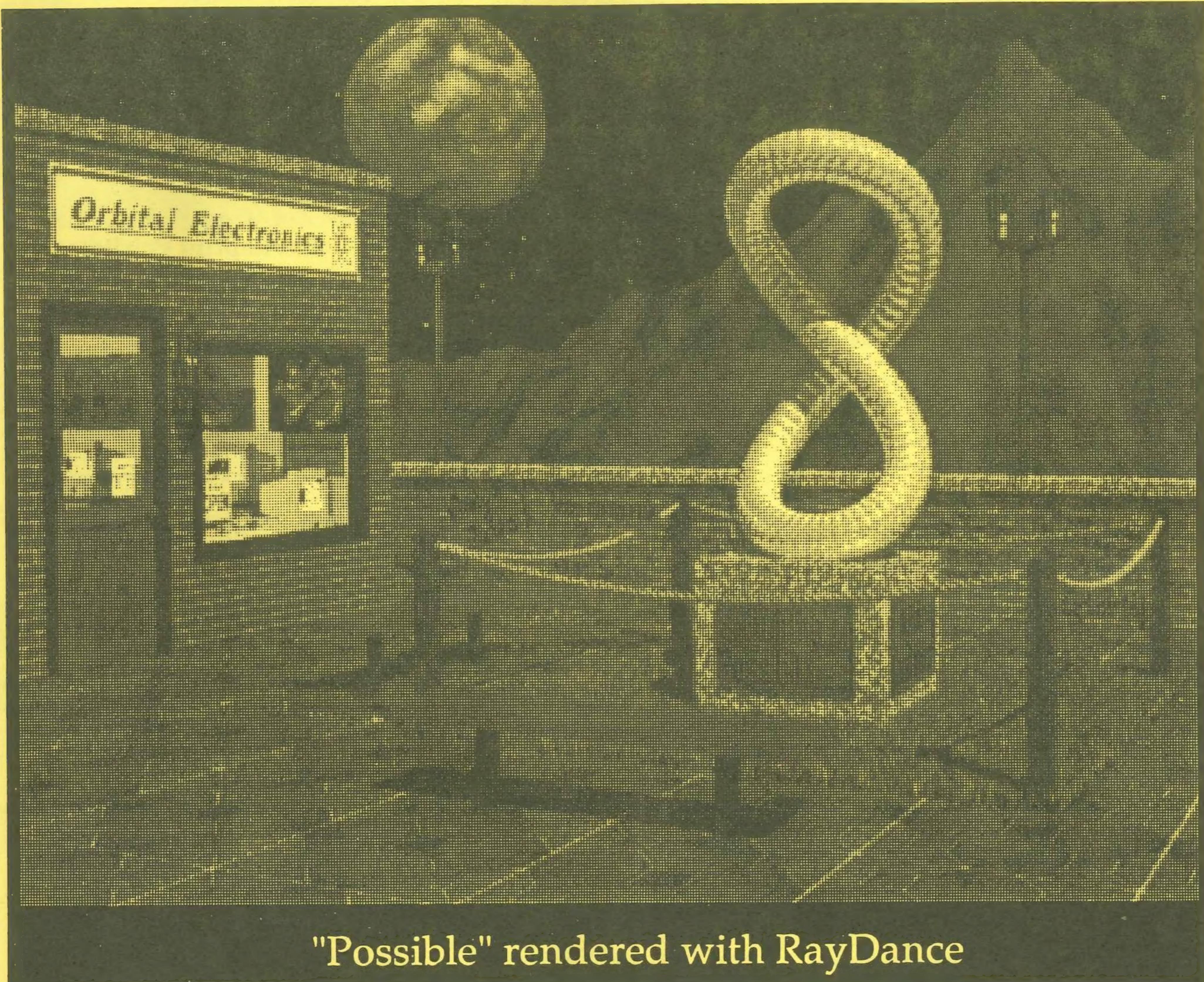
# Workbench

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Journal of Amiga Users Group Inc., GPO Box 684E Melbourne 3001 Victoria Australia



"Possible" rendered with RayDance

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# AMIGA USERS GROUP INC.

P.O. Box 684E Melbourne 3001, Victoria Australia.

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An entry fee is charged by the groups to cover the cost of hall rental and light refreshments. Meeting times and directions are listed in the rear of the Journal.

## Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Back issues are also available at meetings.

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Articles, papers, letters, drawings, cartoons and comments are actively sought for publication. Contributions may be sent in on disk, paper or uploaded to Amiga Central in the area set aside for this purpose. Please send your contribution in text-only, non-formatted if they are on file and remember to include your address for return of disks. Deadline for articles is the first week of the month preceding Publication. Contributions can be sent to: The Editor, AUG, PO Box 684E, Melbourne 3001.

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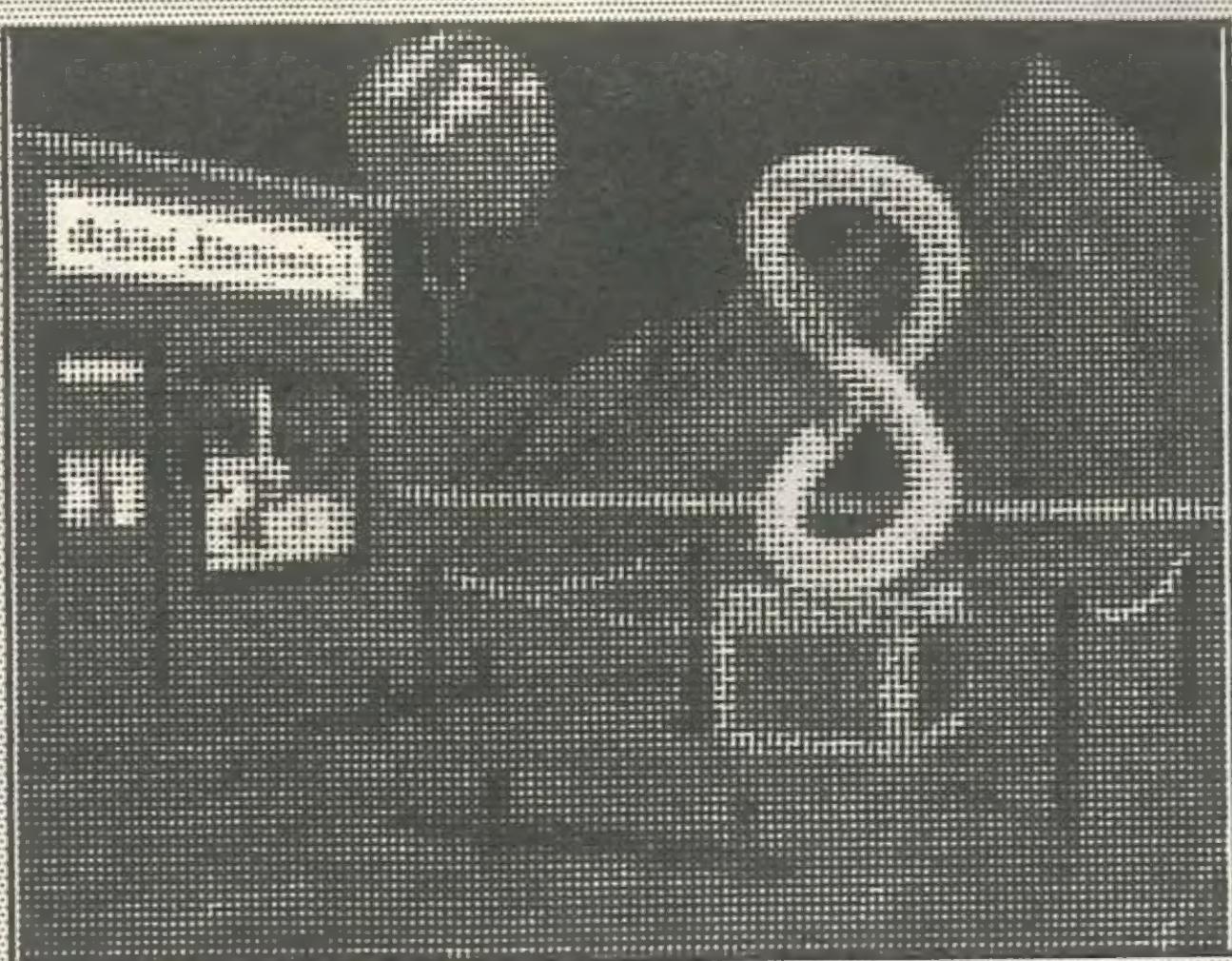
## A.U.G. Help-Network

Here is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you want to help and have your name listed here please contact the Editor. They are not listed in any order or priority. Please keep contacts to reasonable hours (6 - 9 pm unless otherwise noted) and remember the basis of this service - they are volunteers.

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# Workbench

Number 77 November 1992



Cover illustration from RayDance

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### Writers

John Barlow	Michael Granat
Norm Christian	Frank Lowe
Peter Evans	David Parkinson
Eric Fillisch	Derek Parnell

### Artists

Jim Berry	Frank Lowe
-----------	------------

### Publishers

Editor: Eric Fillisch	
Layout and Design: Jim Berry	David Parkinson

Advertising: Paul Jenner	
Special Projects: Alexander McCooke	
Proofreader: Norm Christian	
Image Enhancement: Arnie Robbins	

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# Deadlines!

What are they? Why have them?

The best answer to those questions can be summed up by Ashley Schwall-Kearney. As he put it: They are called deadlines because if items come in later we have to kill ourselves to prepare Workbench in time.

In a more graphic way, perhaps I can demonstrate what a page will look like if deadlines are not met.

I think you probably get the main idea.

One of the unfortunate effects of missed deadlines is that they cause rescheduling of page layouts. This in addition to causing more work for myself and the rest of the editorial committee can also cause dropping of pages as has occurred in this edition.

On the other hand (in an effort to appear less of a whinger) I would like to thank the various people who take the time to prepare articles and artwork for Workbench and submit them on time. Many of these people do so at the shortest notice and in addition do a great job of it.

Eric

## An example script...

```

? "A RayDance Animation...\n"
" It starts with a spinning logo, after two revolutions\n",
" a squadron of space craft fly out of it and zip past the\n",
" camera at high speed on their way to an asteroid.\n",
"\n"

WHITE : COLOR( RGB, [1.0, 1.0, 1.0] );
DKGRAY : COLOR( RGB, [0.5, 0.5, 0.5] );
BLUE : COLOR( RGB, [0.1, 0.0, 0.3] );
GREEN : COLOR( RGB, [0.0, 0.2, 0.1] );
GOLD : COLOR( RGB, [1.0, 0.8, 0.1] );
DULL : SURFACE( SIMPLE, 1.0, 0.0, 0.0, 0.0, 0 );

ka kd ks n km kr rl kb
SHINY : surface( PHONG, 0.7, 0.8, 0.8, 20.0, 0.0, 0.0, 0.0, 0.0, 0 );
ROCK : surface( PHONG, 0.3, 1.0, 0.2, 8.0, 0.0, 0.0, 0.0, 0.0, 0 );
STARsurf : surface( PHONG, 1.4, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0 );

asteroid_tm : texturemap( "asteroid.ilbm" );
stars_tm : texturemap( "starfield.ilbm" );

frameloop
clearscene;

starmap : texture( SPHERE, stars_tm, [0,0,0],
[0,0,1], [1,0,0], 10,10, smooth3 repeat );
sphere( [0,0,0], 10000000, starmap, starsurf );

if (progress > 0.3) {
pl_obj : object( [-100000,-7000,0], [40,20,PROGRESS*150] );
planetoid : import( "ast5.b.obj", [0,0,0], [1,1,1],
[0,0,0], [7,7,7], 1 );
ast_tx : texture( sphere, asteroid_tm, [0,0,0],
[0,0,1], [1,0,0], 6.3, SMOOTH5 );
planetoid.color[0] = ast_tx;
endobject
}

if (progress < 0.7) {
LOGO_ROT : tween( plane, progress
$ 0.0, [0.0,0.0,0.0] $ 
$ 0.3, [0.0,0.0,720.0] $ 
$ 1.0, [0.0,0.0,720.0] $ );
LOGO_POS : tween( plane, progress
$ 0.0, [300000,0,80000] $
$ 0.1, [200000,0,0] $
$ 0.3, [35000,0,0] $
$ 1.0, [35000,0,0] $ );

logo_obj : object( LOGO_POS, LOGO_ROT )
logo : import( "AUG.geo", [-100,100,0], [1,1,1],
[0,0,-90], [400,400,400], 0 );
logo.color[0:15] = GOLD;
logo.surface[0:7] = SHINY;
endobject
}

```

...and some frames from the resulting animation



Workbench

A powerful script-driven ray tracing program from Radiance software. It is likened to a high level language, allowing rendering of scientific or engineering scenes in an easy to understand script language.

reviewed by  
Frank Lowe



The software comes with a good 194 page manual and 4 disks. These contain a Floating Point version, an Integer version, Objects, Textures and some pictures.

Unlike other ray tracing programs available on the Amiga, RayDance's scripting language allows precise placing and setting of all items within the scenes or animations rather than placing objects with the mouse.

Frank is the Assistant Coordinator for NorthWest Amiga Users Group

Requirements to run RayDance are 1 meg of ram and 2 floppy drives minimum. A more realistic setup would have to be a 68020/030, 68881/2 or 68040 and hard drive. As with any ray tracing program, the more ram, cpu speed and hard disk space you have the more you can do. RayDance supports IFF24, PPM and RAW formats. These allow conversion to other Amiga formats and use by other display devices.



TRON - by Frank Lowe

Arexx capability is implemented to allow the process of automatic file conversion through programs such as ArtDepartment Pro. Sample AREXX scripts are included for this purpose. For users with AmigaDos 2.0x Arexx is already part of the system, but AmigaDos 1.3 users will need to purchase Arexx separately.

When RayDance is run a graphic interface allows the user to setup all aspects of the final appearance, ie. actual picture size, pixel ratio, FStop, Focal Length, AntiAlias, TotalFrames and more. A process indicator relates the percentage of the current image rendered. Total script and current frame times are displayed. A separate message window gives information on current process and rendering status. It also allows user feedback.

### Inside RayDance

There are 16 built-in math functions, 9 graphical scene primitive types, Surface Modeling, Bump Mapping, Algorithmic Object Generation, Landscape Generation, Object Manipulation, Tweening, Camera structuring and Animation construction. RayDance can also import VideoScape/Modeller3D objects. If you had recently purchased the Sculpt-Animate 4D jr cover disk from a recent English magazine you can convert ►

objects created into VideoScape format via a program called Pixel3D v2.0. Pixel lets you convert objects from Imagine, Sculpt 3D, Turbo Silver, 3D Pro, AutoCad and VideoScape formats into any of the other supported formats. Converting Imagine objects however can present problems when using grouped objects. This is overcome by producing a single object in Imagine before conversion.

Due to VideoScape's simple color mapping, importing uses the default colors of VideoScape. However you can change these colors from within the script.

#### *A forest from a single tree*

The ability to generate a scene with the polygon count in the millions is easily achieved by the use of replicas. Replicas let you repeat the parent object without the memory restrictions that other raytracing programs incur. This is because replicas are not included as a normal object would be, ie. taking up memory as a defined object. This

means an entire forest could be rendered with only one defined tree. An example of the forest would contain 100,000,000 polygons needing 16mb of ram without using replicas. Using replicas memory would only be needed to define the parent object. There is a time penalty in using replicas but in a memory tight situation it's a great option to have.

#### *Animation*

Incorporating animation into a scene can be easily performed by using the PROGRESS variable. This is a calculation derived from the total frames and the present frame number as defined in the user interface. This ends up being a figure between 0.0 and 1.0. It allows you to use it for object movement or the timing of an action sequence.

Once you have generated your 100 frames of animation you find you can't use them unless you have a graphics card or program to convert the 24 bit IFF's into standard Amiga

images. You can use ArtDepartment Pro, ImageMaster or even a PD program to do this. A PD program like HamLab Plus demo will let you convert to a max size of 512 x 512 pixels. Or for US\$20 you can get the registered version with no size restrictions.

With all these abilities and using the easy to understand language structure a complex scene construction can be created with a small script. Use your favorite text editor to write the script, load it into RayDance, press the RENDER button and you're away. Wireframe mode is used to preview your scene before you dedicate time to raytracing.

The manual is easy to read but you may need to go through the tutorials to get the hang of programming in this NEW language. The tutorials comprise supplied scripts and a comprehensive chapter at the rear of the manual.

I would like to thank Kaotic Koncepts who kindly supplied RayDance for evaluation. ■

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## Benefits of Membership

by Peter G.Evans

Towards the end of last year I heard an unusual noise emanating from the external hard drive attached to my A1000 which has lasted me some years. It was an Australian built unit made, I was told, by Phoenix Technologies. A call to them straightened out that misunderstanding. The problem was executing my startup-sequence which depended on the hard drive for most of its tasks. Lesson # 1 - make sure you have a working copy of a boot disk for floppy operation. Lesson # 2 - make sure you have a working disk with useful hard drive diagnostic programs on it.

It didn't take much searching to find the problem, or so I thought. The fan was not functioning. A trip to Tandy enabled me to purchase an identical unit. I have been told that I could have purchased an identical functioning unit for less but for my level of hardware ability this was the way to go for maximum peace of mind. The unit now sounded better but something else was wrong.

Was the problem the drive, the controller or both? In a case like this, lacking any sort of manufacturer's test

equipment, the straightforward swapping of a proven part is recommended. Unfortunately the MiniScribe model is no longer in production and does not seem to be sold anywhere. The MFM encoding is now obsolete in IBM type PCs where it has been mostly used. The OMTI controller is not only not being manufactured but the manufacturer is out of business.

Fortunately my father has a MiniScribe unit. Swapping it with mine was unsuccessful. Using his controller (a different brand) in various combinations didn't prove successful either.

However placing my MiniScribe in his machine and running some commercial IBM disk drive diagnostic programs proved enlightening. I will leave aside the problems in the IBM programs. They seemed to give different results and much caution is needed in relying upon them. The upshot was that a new drive seemed necessary.

As intimated earlier there was a problem in obtaining such a drive. Various people in the AUG helped me by suggesting leads. I was eventually

able to purchase a reconditioned one for \$190 from the P.C. Superstore near the corner of Nepean Highway and South Road. The unit had the usual sticker on it stating the bad areas on the disk. These were incorrect as shown by running IBM diagnostics on the drive. The bad areas were noted and avoided when I performed a low level format on the Amiga.

I was still having problems so I needed to test the controller. Again the AUG was helpful. Lester McClure was able to supply an OMTI controller. Magic, everything worked!

So the final resolution of the problem was in obtaining an OMTI controller. But where to find one? Well fortunately Lester was able to swap the OMTI for a brand new equivalent one which worked in the equipment the OMTI came from.

A few further lessons were learnt from this exercise. Lesson #3 - make sure your hard drive is running for 30 minutes before doing a low level format. Lesson #4 - if you have fast memory in your machine change the default mountlist entries to fast memory. This saved me about 24K of chip memory for each partition. Lesson number 5 - if you haven't already done so, join the AUG.

Thanks to the many AUG members who assisted me, such as Russell Porteous and Lester McClure. ■

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# Further Forth

by Derek Parnell

**A** S PROMISED IN the October edition of Workbench, this is the second half of Derek's article on the utilisation of Forth on the Amiga. The main emphasis in this article therefore is the actual programming in Forth and a few examples have been included.

There are no doubt a number of implementations of Forth for the Amiga but I only know of one, Multi-Forth by Creative Solutions Inc. It's the one that I have on my Amiga so my comments about using Forth will be based on this product. If you know of any other Amiga Forths I'd appreciate hearing about them.

Multi-Forth is a complete implementation of the language and includes many extensions. Some build on to the language and others provide access to the Amiga libraries. Two very useful words are SNAPSHOT and TURNKEY. The first creates a disk file that is a snapshot of the Forth dictionary in an executable form. Its purpose is to enable you to customize the dictionary and startup options to form your own version of Multi-Forth. The second is similar except that the file it creates is a stand-alone executable program that is designed for an end-user to run. It cannot be used to extend the dictionary but you can distribute the file royalty free.

Multi-Forth also comes with an assembler, written in Forth of course. This means that those of us who thrive on speed can create words that really hum. Access to any Amiga library is easily achieved and the words required to use any new library feature are also available.

Other highlights of Multi-Forth include words to define complex structures, to "hide" words after they have been defined, create programs that can be launched from the WorkBench, install error handlers, trace and debug words, install case-sensitivity, local variables (this is great!), source code in standard text files and IO-Redirection.

Not everything is rosy though. Some of the predefined Amiga

ian/European system). The listings here define a word ?NTSC that will return either TRUE or FALSE to the stack.

The better Forth programs are composed of lots of simple words rather than fewer complex words. Many heated discussions have tried to define what makes a 'good' Forth word. I don't really want to argue the point but here are a few rules-of-thumb that seem to work for me.

1) Try not to use more than three or four items from the stack.

2) Try not to return more than a couple of items.

3) Try not to affect more than a few variables.

4) Keep the depth of IFs and loops to two levels.

5) Try to use words that have already been defined, even if they do not exactly fit your needs.

6) Change repeated phrases of three or more words into a word of their own.

7) Try to imagine if phrases could possibly be used in other words and if so, create a new word for the phrase.

8) Try to avoid "magic" numbers. Give them names instead.

9) Always describe your word definition in plain language. Clearly state what it returns, what it does to the stacks, any compile-time behavior and any side-effects.

Okay, here (listing 1) is my first cut of ?NTSC before applying the "rules" above. ►

structures have had to be fixed up. If you haven't got a copy of the Amiga Rom Kernel Reference Manual: Includes and AutoDocs you are most definitely disadvantaged no matter what language you program in.

Let's deal with some real programming solutions. If you are aiming to create programs that can run on a wide range of Amigas your programs should be aware of the particular capabilities of its run-time environment. Eg. how large can your screens and windows be? You can choose to set this to 256 lines which will work on Australian and European Amigas but not on North American ones (America uses NTSC video standard which implies 200 lines for a maximum Amiga window). A better solution would have your program check at run-time what type of video system is being used, NTSC or PAL (Austral-

## \*\*\*\*\* Listing 1 \*\*\*\*\*

```

base @          \ ---- Save the current base no.
decimal         \ ---- Ensure we use base 10.
: ?NTSC ( -- flag )
    (Checks if the system is an NTSC one.)
0" graphics.library" !a1 0 !d0 call.lib@ 0 92
    \ ---- Open the Graphics lib.
?dup if
    dup +gbDisplayFlags w@ \ ---- Make sure it opened.
    swap !a1 call.lib 0 69 \ ---- Fetch the DisplayFlags
    \ ---- Close the library.
    1 and
    0= if
        \ ---- Test for NTSC bit.
        false
    else
        true
    then
    else
        777
    then
;
base             \ ---- Restore base.

```

\*\*\*\*\* End of Listing \*\*\*\*\*

Before we start improving this definition, a few comments about the Multi-Forth specific words used.

0"

Its compile time action is to extract the input characters up to the next quote character and put them into the dictionary, plus add a null byte at the end of the character string. Its run time action is to place the address of the null terminated string onto the stack. As most strings used by the Amiga are terminated by a null byte this word is very useful.

!a1 !d1

These words plus the other similar ones, !a2 !a3 etc take the top item from the stack and store it in a pseudo register that corresponds to the registers of the 68000 CPU. These pseudo registers are used when calling the Amiga library functions.

call.lib@ call.lib

These words take the next two words in the input stream (numbers) and use the opened library corresponding to the first number and call the library function corresponding to the second number. These "magic" numbers come from Multi-Forth's method of handling Amiga Libraries. Each library when opened is assigned a number from 0 to 31. The Exec, Dos, Intuition and Graphics libraries are automatically opened when Multi-Forth starts. All opened libraries are automatically closed when Multi-Forth exits normally. The library function offsets as documented in the Rom Kernel Manual (RKM) are converted to function numbers and it is these you use in your programs. The function number is the absolute value of the function offset divided by 6. The difference between the two words is that the CALL.LIB@ copies the value of the D0 register on to the stack on returning from the library call. In this program the 0 refers to the Exec Library and the numbers 92 and 65 are the library offset of -552 and -414. The OpenLibrary and CloseLibrary functions.

+gbDisplayFlags

This is an example of a word created when defining structures. As a coding convention Multi-Forth

have decided to begin structure offset words with a plus sign. It's not a bad idea as the action of these words is to add a constant to the top stack item. The constant's value is the byte offset from the beginning of a structure. In this specific case the value 206 is added to the stack item which is assumed to be the address of the structure's beginning.

Taking in turn the "rules" outlined above, the first four don't have much application. We are not taking too many items from the stack and not putting too many back onto the stack. There are no variables involved other than the pseudo

registers and the number of nesting levels is reasonable. The fifth rule can be applied to the CALL.LIB@ 0 and CALL.LIB 0 phrases. Multi-Forth already has the words EXEC@ and EXEC which perform exactly the same as these phrases. The next rule about repeated phrases doesn't apply but the seventh rule could apply to the inner IF phrase. That phrase could be made into a word which may be useful in another context. The next rule definitely should be invoked to help explain the explicit numbers coded in the word and the final rule can be used to improve the documentation. ►

## \*\*\*\*\* Listing 2 \*\*\*\*\*

```

base @          \ ---- Save the current base no.
decimal         \ ---- Ensure we use base 10.
1 constant gbNTSC_b
777 constant err_NoLib
: ~0 ( n -- flag )
    (Returns TRUE if the stack top is not a zero otherwise it
     returns FALSE. The top item is replaced by the result.)
0=
not
: RAW.LIB.OPEN ( OS -- addr )
    (Given the address of a null terminated string, a library
     name, it tries to open the library. If it succeeds then
     the library base address is returned otherwise a zero is
     returned. The name's address is replaced by the returned
     value.)
0 !d0          \ ---- Use any library revision.
!a1            \ ---- Store the lib name.
exec@ 92       \ ---- Open the library.;

: RAW.LIB.CLOSE ( addr -- )
    (Given the address of a library base, as returned by
     raw.lib.open, it closes the library. The address is
     removed from the stack.)
!a1            \ ---- Store the lib base.
exec 69        \ ---- Close the library.;

: ?NTSC ( -- flag )
    (Returns TRUE if this Amiga is running the NTSC video
     system otherwise it returns FALSE. A special value,
     err_NoLib, is returned if the Amiga graphics.library
     cannot be opened.)
0" graphics.library" raw.lib.open
    \ ---- Open the Graphics library.
?dup if
    dup +gbDisplayFlags w@ \ ---- Make sure it opened.
    swap
    raw.lib.close
    gbNTSC_b and
    ~0
else
    err_NoLib
then;
base !          \ ---- Restore base.

***** End of Listing *****

```

Although this is much longer than the first version I think it reads better, is more flexible and easier to debug. As a side effect we have some other new words that can be used later. We didn't actually need to have the graphics library open but we did need the address of the library. Multi-Forth's routine to open libraries does not give this. Of course I could have delved into Multi-Forth's internals to find out where it stores the library base addresses but then it would have made this routine open to future problems. There is every reason to believe that the internal undocumented workings of a program are going to change in future versions leaving our routines stranded. I've chosen the more conservative approach.

Seeing as how we've gone to all this effort a little bit more won't hurt us. (Listing 3)

```
***** Listing 3 *****
: ?PAL ( -- flag )
    (Returns TRUE if this Amiga is running the PAL video system
     otherwise it returns FALSE. A special value, err_NoLib, is
     returned if the Amiga graphics.library cannot be opened.)
    ?ntsc
    not
    \ ---- Is this an NTSC sys?
    ;
200 constant max.NTSC.lines \ ---- Define some names for 256
constant max.PAL.lines \ ---- the max lines values.

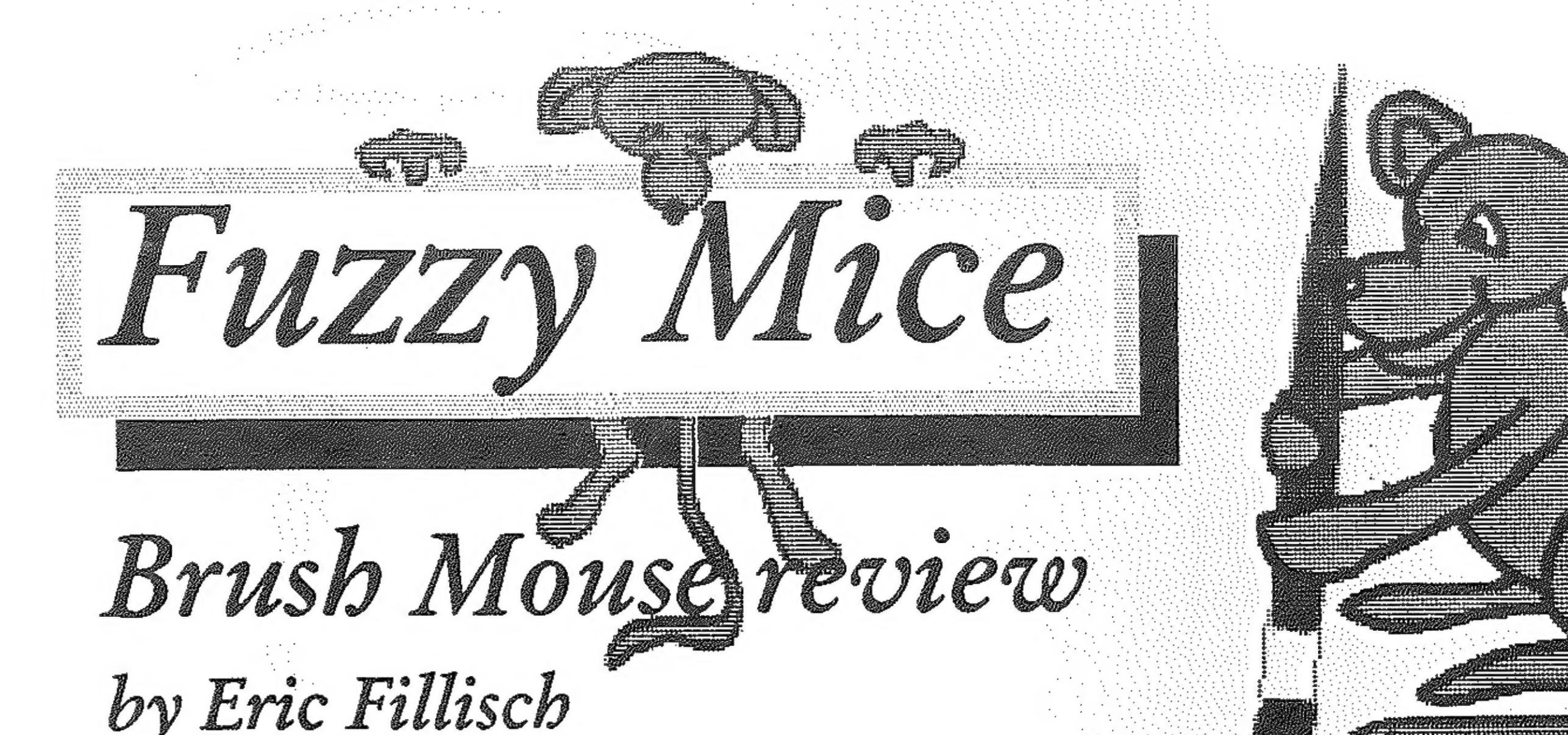
: GET.MAXLINES ( -- n )
    (Returns the maximum number of lines based on which
     video system is being used by the Amiga.)
    ?ntsc
    if
        max.NTSC.lines \ ---- Yes.
    else
        max.PAL.lines \ ---- No.
    then
;
***** End of Listing *****
```

The version of Multi-Forth that I have (v1.10) had an error in the structure definition for GfxBase. It left out the very first item thus every defined item in the structure was out by 34 bytes, the length of a Library structure. Listing 4 supplies the required fix.

In my next article I'll show you some words that quickly save and restore sections of your windows and screen. ■

<b>For Sale</b>
<b>1084S Monitor</b>
<b>Excellent Condition</b>
<b>18 months old</b>
<b>\$200</b>
<b>Phone Lu on</b>
<b>822 2327</b>

```
***** Listing 4 *****
STRUCTURE GfxBase
34 struct: +gbLibNode \ struct: Library <----This
was the missing line.
ptr: +gbActivView
ptr: +gbCopInit
copper start up list
ptr: +gbCia
ptr: +gbBlitter
ptr: +gbLOFlist
ptr: +gbSHList
ptr: +gbBlithd
ptr: +gbBlittl
ptr: +gbbsBlithd
ptr: truct: +gbvbsrv (IS_SIZE from include/exec/interrupts.i )
22 struct: +gbtimsrv (IS_SIZE from include/exec/interrupts.i )
22 struct: +gbbltsrv (IS_SIZE from include/exec/interrupts.i )
14 struct: +gbTextFonts (LH_SIZE from include/exec/lists.i )
ptr: +gbDefaultFont
short: +gbModes \ copy of bltcon0
byte: +gbVBlank
byte: +gbDebug
short: +gbBeamSync
short: +gbSystem_bplcon0
byte: +gbSpriteReserved
byte: +gbbytereserved
short: +gbFlags
short: +gbBlitLock
short: +gbBlitNest
14 struct: +gbBlitWaitQ ( LH_SIZE from include/exec/lists.i )
ptr: +gbBlitOwner
14 struct: +gbTOF_WaitQ ( LH_SIZE from include/exec/lists.i )
short: +gbDisplayFlags
ptr: +gbSimpleSprites
short: +gbMaxDisplayRow
8 struct: +gbreserved \ 8 bytes reserved for future use
STRUCTURE-END
***** End of Listing *****
```



## Fuzzy Mice

**Brush Mouse review**  
by Eric Fillisch

**H**AVING BEEN loaned a Golden Image JP-100N mouse to try, I thought I would be really conscientious and give it a fair trial. First things naturally being first, I opened the box to be confronted by the brush and what seemed to be a well thought out and presented instruction manual.

As with a lot of equipment in this category it was obvious that all the expense in developing was not going to be recouped from Amiga owners. Since all computers seem to have different port configurations this is done by putting a single dip-switch next to the cable to allow choice of Amiga or Atari mode.

Having nothing to recoup from the manual, no expense has been incurred. With the exception of the obligatory US FCC radio rules notice that's on every piece of computer equipment from monitors to dongles, the English section seems to have been written in a dialect I am not familiar with. Lucky nobody reads them anyway!

Finally the bit you hopefully have been waiting for. The main idea of a brush shaped mouse would be to make drawing and mouse actions easier, quicker and more accurate since pens are natural and mice aren't. In this function the brush falls down in areas where it should excel.

As the brush is a lightweight hand held object, you tend to lift and place it. Since the brush doesn't know what you are doing it of course won't pass this info to the program. This means you still have to use the brush like a mouse.

The design of the switches doesn't help either. As they require a bit of pressure to push, the only way I found to use them was to rest the base of my finger on the button. The buttons are placed one above the other so this means you either need very supple fingers or have to lift the brush to press the buttons without moving the cursor.

You would also expect the brush to track better than a mouse. Ie, respond faster, draw better freehand circles. Again disappointment. The best lines the brush draws are straight. While setting preferences differently may improve control, it won't stop the edges catching and lifting the trackball off the mat. The info-packed manual of course has no trouble shooting section.

In summary, I believe a mouse handles better. However for someone just starting with computers and with no built in prejudices towards the stability of a mouse it may offer an easier way to deal with the computer and painting programs available.

### Re-review

Prior to publication of this article I was given a JP100P for a quick retrial. The JP100P is specifically an Amiga device so there is no selection switch.

The manual had been overhauled and now consists of a single page of recognisable English in a Taiwanese dialect. The finish of the new brush was much better than the first specimen and switches are now quite easy to use without worrying about placement.

Unfortunately nothing seems to have been done to prevent a freehand circle looking like a round cornered square.

All in all I stand by my first impressions of this device. However if the brush continues to improve in the way it has between the models tried I believe it may eventually become a valid replacement for current mice.

### Fuzzy Mice 2

As a further insight into this mouse we interviewed Tony Figallo a well known Graphic-Artist/Designer and Stills-Photographer. Tony uses his Amiga 2000 with a graphics tablet for most of his artistry. His comments were as follows;

a) To draw straight lines the mouse works fine but large circles were drawn with ease only when preferences were set to the least sensitive.

b) The two switches could be smaller, perhaps even replaced with a toggle switch.

c) As an artist, you rest your hands on the edge of the mat when drawing this is impossible when using the brush mouse.

### Fuzzy Mice 3

Our final review is from David Parkinson, a Freelance Feature Film And Television Lighting Director.

My initial impression of the brush was similar to Eric. However with a certain amount of perseverance I found that although it did not handle as well as a biro, I preferred the brush over my optical mouse.

Where the brush came into its own was both a surprise and yet probably obvious if you look at the box it comes in. There plain as day is a picture of a man using his leg as the mouse mat. Sure enough, in a confined space you do not need a mouse-mat. Part of my work involves using a program called "Aladdin", coupled with a hardware device it turns my Amiga into a full function Computer Lighting Board for Theatre, Rock concerts, Television drama etc.

Usually there is very little space to set up your equipment so after putting my Amiga on a box with the Monitor set precariously on top there is no room for a mouse-mat. I tried using the brush on my leg and my problems were solved!

### Epilogue

As with any piece of equipment there are good and bad points. It should be pointed out that a graphics tablet costs from \$500.00 up.

Our thanks to MVB Computers for allowing us to road test the brush.

Illustration by Jim Berry

**T**HIS IS A copy of a letter reprinted by request of the Author. As can be seen from the date, it was written over two months ago. I felt to be fair we should wait a suitable period of time before printing the letter to see if Michael received a reply from The Age newspaper. Due to the fact that Amigas are not used it would obviously take a bit longer. As there has been no reply, and since the letter has not been printed in The Age, here it is for your perusal. Of course if someone from The Age would care to reply I would be happy to print their reply here also.

# write ideas

Mr. Michael Granat  
Proprietor - write ideas  
90 Drummond Street  
OAKLEIGH 3166  
Telephone # (03) 569 8752  
Facsimile # (03) 569 4135

Saturday, August 22, 1992

The Editor,  
The Age Green Guide  
G.P.O. Box 257C  
MELBOURNE 3001

I am incensed at what I believe is a distinct bias toward the Macintosh and MS-DOS systems, that pervades the Green Guide HOME COMPUTERS section. This is especially true of Charles Wright's BYTES AND PIECES column which, last Thursday (20/8) contained yet another put-down of Amiga computers.

Rarely, except in a derogatory sense, is this popular system mentioned. It appears that The Age has abandoned the Amiga as a "games machine" due to its outstanding sound and graphics. As a professional user, who runs a technical writing business, I know that the Amiga is a serious workstation with entertainment ability, not a toy.

Charles Wright says the Amiga is not "MS-DOS compatible" (GG 20/8). This is not strictly true. There is public domain and shareware software that runs MS-DOS on Amiga. There is hardware to do the same. But why turn a multitasking computer into a single tasking (or with Windows - pseudo tasking) machine?

File sharing with MS-DOS and Atari ST can also take place, with an under \$50 program. Amiga emulation hardware can run Macintosh applications at up to more than twice Mac speed. Other leading systems can be run - even UNIX.

With 4096 colours (16.7 million with a 24 bit display board), broadcast quality TV output, stereo sound, instant text to speech conversion, mouse driven graphical interface, command line control and multitasking (limited only by available memory) Amiga has been way ahead of the MS-Dross since 1985.

Furthermore, top quality productivity software costs less than a third of competing format equivalents.

For years, Amiga users have tried to have Green Guide publish their letters and redress this imbalance. Please have the decency to print this, unedited.

*Michael Granat*

Michael Granat

90 Drummond Street, Oakleigh, Victoria, 3166, Australia. Telephone: [03] 569 8752. Facsimile: [03] 569 4135.

For those of you interested in a more rounded view of computers, the Sydney Morning Herald includes reviews of Amiga programs and products in its computer section.

## For Sale

MicroBotics  
512k RAM Expander  
& clock  
for the A500  
**\$45.00**

ECE MIDI interface  
for an AMIGA 1000  
**\$45.00**

Phone JEFF 528-2573

**A**T THE USER MEETING on 28 September we were given a demo of OpalVision by Arnie Robbins using an A3000. With the hardware kindly brought in by Rohan Safstrom. Arnie demo'd OpalPaint, an excellent painting program (24 bits in real time). Seeing the results of the software through the BARCO projector with the OpalVision hardware was great. In addition we had Philip Benjamin showing off a Harlequin board, also in an A3000.

Philip is in the business of using the Amiga for its graphic capabilities, importing and selling Amiga products.

### User meeting 12-10-92

At this meeting Hugh Leslie gave us a great demo of a black and white hand scanner. Simon Shead (a file sysop of Amiga Central) with help from George Wahr, showed us the BBS using a mobile phone link up. This involved running through the initial logon and proceeded through

the file, message and door areas. Frank Lowe showed a quick demo of a new Virtual Memory package called GigaMem.

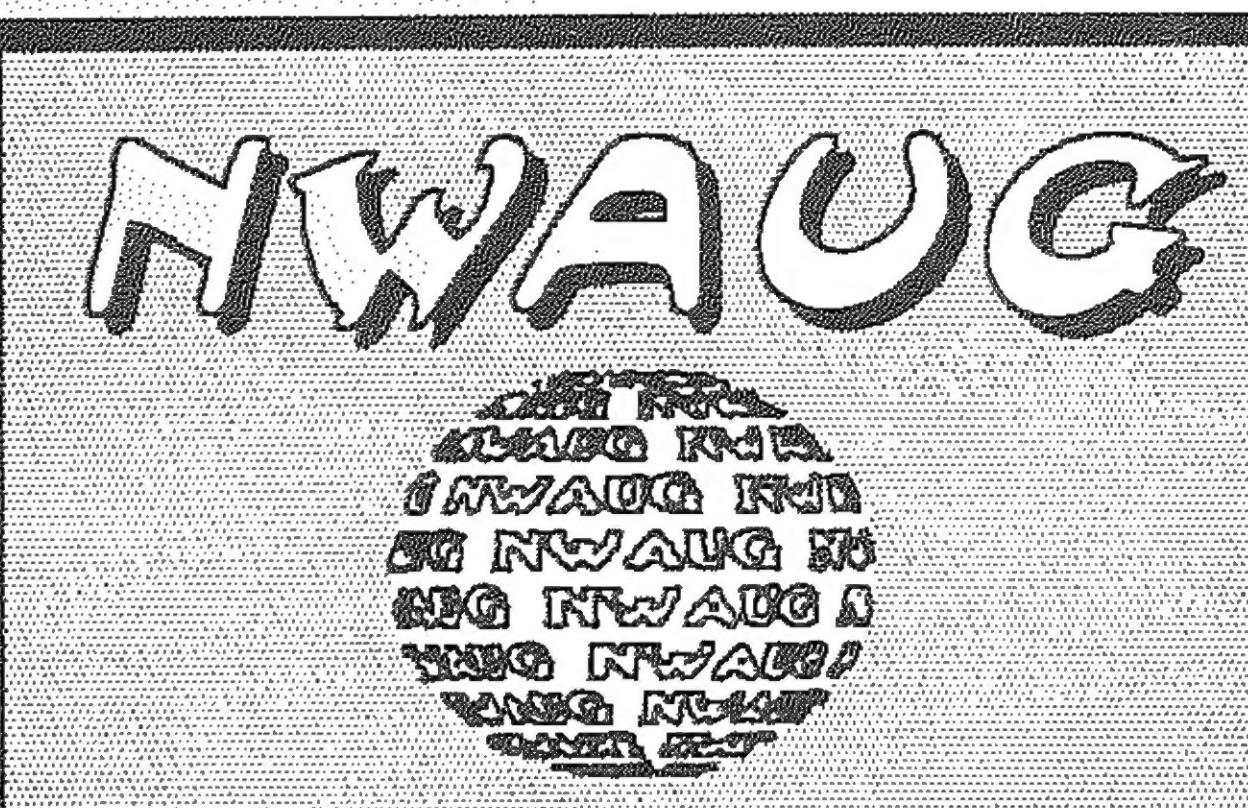
*Coming up at future meetings*  
ImageMaster/ImageProfessional Demo. Including the new morph and wipe features from the latest version.

MegaMem. Virtual memory for the Amiga. Up to one Giga byte. Allows you to specify which programs will use virtual memory. Programming on the Amiga.

Game and Demos. And Lots, Lots more. As always we have ChockLotto, questions and answers, news and for sale. Updates as they happen, will appear on Amiga Central in the bulletin area.

\$2.00 that is charged at the door is for tea, coffee and biscuits. Room hire is paid by AUG. I mistakenly said this was covered in the \$2.00 in last months issue. Hope to see everyone at the meetings.

Frank Lowe, Ass. Coordinator



Co-ordinator - Rohan Safstrom

**T**HANKS TO Theo & Elvie Koopman for hosting the October SIG. Their MIDI studio is most impressive, consisting of a Yamaha MC600 organ, Yamaha YFP70 electric piano, Kawai Pop Synth module and 4 Yamaha modules (MDR3 sequencer, CVS10 drawbars, EMT10 voices, EMR1 drums). They have been music buffs for many years but have only recently been introduced to the Amiga, consequently they have produced only a few original files as yet employing their equipment.

However as beginners they are showing promise. Among the 7 people present there were 4 novices and for their benefit we did a recap of previous work with Bars & Pipes and SuperJam.

SuperJam is a program that enables any keyboard to be customized by creating a voice and drum map; this having been done with both my keyboards I took one

along to enable a better demo and we examined the program fairly fully. Unfortunately, both Bars & Pipes and SuperJam are complex, requiring a lot of study and it is



Co-ordinator - Norm Christian

impossible to do them justice in a short session. For people who have not seen them before, information overload tends to set in fairly early. Ideally demos' should be short, with frequent breaks to allow learners to experiment before going on to the next step. The Music SIGs do not

allow for this as we have different people practically every month.

At the last monthly AUG meeting I indicated that I would like to hand over the co-ordinator's role to someone else, having carried it since April 1991, 19 meetings in all of which 15 have been at my home in Keysborough. If any member can oblige please advise me on 798-6552, as without such an offer the SIG may not survive.

Thanks to Lester McClure for responding to my appeal for other venues. The next meeting will be at his home in Mount Waverley at 7.30 pm on Monday, 23rd November. Please advise him on 803-5664 if you wish to attend. Also please let me know if any other member is prepared to host a future SIG. As I have stated previously, the only requirement is an Amiga, preferably with at least 1.5 meg of memory. Other equipment can be brought along by other members..

## FISH DISK #721

### DataFiler

A database for names, addresses, phone numbers, etc. Has search and print capabilities. Version 1.01, binary only.

Author: Ken Winfield

### DirWork

A fast, small, efficient, DirUtility. Configurable options and buttons, as well as all the usual features. Comes with external configuration editor. This is version 1.62, an update to version 1.51 on disk 670. Shareware, binary only.

Author: Chris Hames

### Division

An educational program for kids of all ages that helps to develop and sharpen division skills. Has four levels, a practice section, and a testing section. Version 1.1, binary only.

Author: Ken Winfield

### DPU

Disk Peek and Update, a hex disk and file editor. Functions include show device info, show bitMap, check disk, zap file, zap disk, zap fileSystem and zap rigid disk blocks. This is version 1.2, binary only.

Author: Frans Zuydwijk

### Octothello

An othello type game, but played on an octagonal board. There are hundreds of variations to the game, with resizable boards, different corner shapes, and a play to lose mode. Shareware, binary only.

Author: PC Solutions

### VCR

A database for all your VCR tapes. Has built in search and print capabilities. Version 1.1, binary only.

Author: Ken Winfield



insulted. AniMan will also recite poetry if you ask nicely. This is Version 3.2 of AniMan, an update to version 3.0 disk 712. Either the Perfect Sound 3 or Sound Master (Sound Magic) audio digitizer is required, along with 1MB of fast memory. Binary only.

Author: Richard Horne

### DiskMate

A multitasking floppy disk utility program. Features includemultidrive disk copier, disk formatter, disk eraser, disk checker and installer. Version 2.1, binary only.

Author: Malcolm Harvey

### EternalRome

A historical strategy game, that in spite of its high complexity is fast and easy to play. Fully mouse controlled with a fine zoomable map of the Roman empire (overscan and interlaced options). The simulation delivers many historical insights because of its accuracy (may be used for educational purposes) and is a challenging and entertaining game for two or more players (also interesting for solitary studies).

Version 1.1, an enhanced update to version 1.0 on disk 502. Tryware, binary only.

Author: Sven Hartrumpf

### MemGauge

A graphical memory gauge. Displays your computer's memory (chip, fast, public) in three horizontal bars. Version 1.2, binary only.

Author: Malcolm Harvey

### PrinterCTRL

A printer interface program which allows you to send raw HEX and device driver commands to your parallel printer. Also has provisions for printing text files to the printer.device. Makes extensive use of the req.library functions. This is version 1.00, freeware, includes source

Author: Thomas Ansorge

## FISH DISK #724

### BackUP

A hard drive backup program that features a custom Intuition interface,

multi-floppy drive support, incremental/full back ups, on-the-fly compression using lh.library, optional verify and a restorable configuration. BackUP requires Workbench 2.0, arp.library V39 and lh.library V1. Version 3.5, binary only.

Author: Eddy Carroll

### DonsGenies

A collection of more than forty ARexx "genies" for use with Professional Page, plus some supporting material. Also includes two example ARexx scripts for Art Department Professional. Version 1.0, shareware, includes source.

Author: Don Cox

### XSearch

A program to search files and directories on any Amiga device. Uses AmigaDOS 2.0 style interface. Includes both German and English versions. Includes source in KICKPascal.

Author: Stefan Plvchinger

## FISH DISK #725

### MagIcon

A program which takes 'fake' icons dropped on the AppIcon and turns them into 'real' icons. The program also supports a Tools-menu entry so 'fake' icons spread over several windows can be easily iconified. Support for 38 file formats and the appropriate icons are included.

Requires Kickstart 2.0 or higher. This is version 1.0, binary only.

Author: Oystein Larsen, Ultima Thule Software

### Mine

A new Modula-2 implementation of an old computer game. You have an N \* N square with mines hidden in some fields. Your job is to mark them with flag as fast as possible. High-score lists are supported. Important parts of the source code are included. Requires AmigaDOS 2.0.

Author: Ed Hanway

## FISH DISK #726

### HamLabDemo

Demo version of an expandable image format conversion utility that converts GIF, IFF, JPEG, Targa, BMP, TIFF, PBMPLUS, MTV, Spectrum 512, QRT, and Sun images into IFF (normal, HAM, half-brite, and "sliced" variations of each).

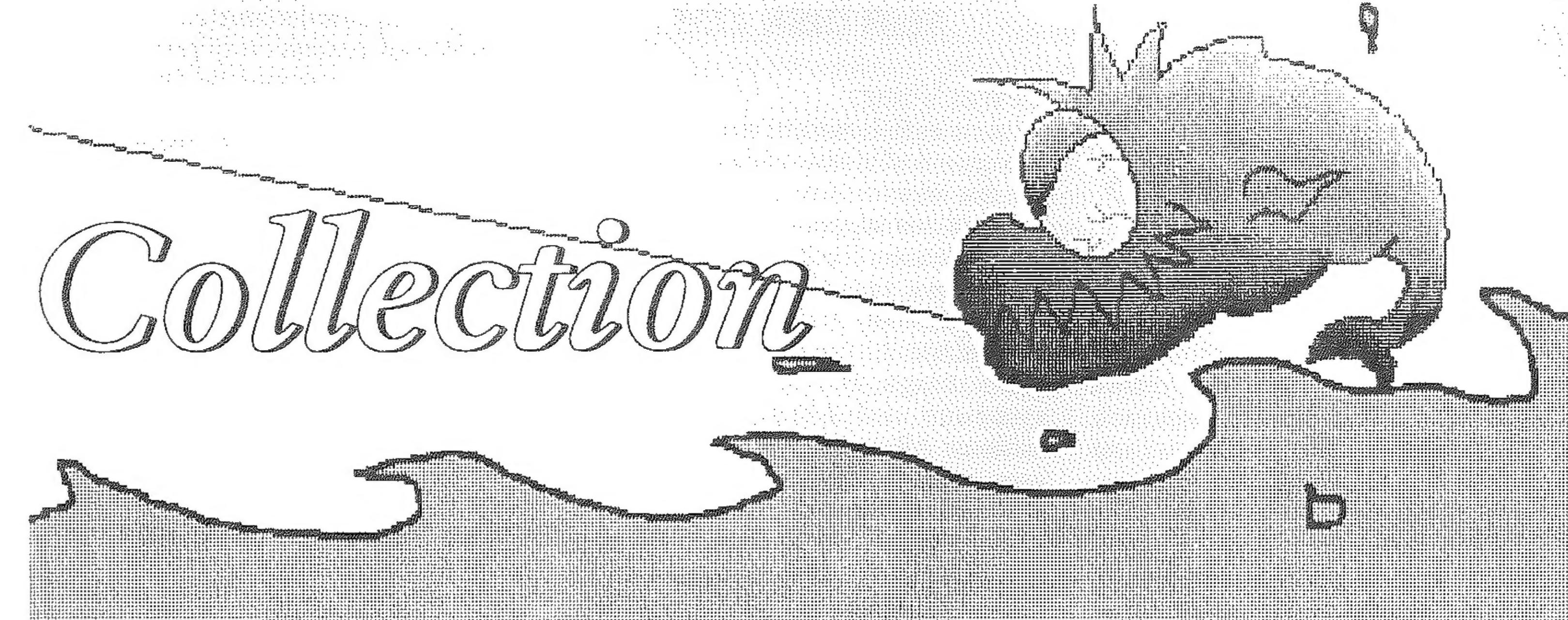
Images can be scaled, dithered, color corrected, and cropped. This demo version is limited to processing images of 512 by 512 pixels or less. This is version 2.0.8, an update to version 2.0.6 on disk 712. Shareware, binary only.

Author: Nico Francois

### Hextrac

A complete header file reference. Definitions, structures, structure members and offsets, flag values, library contents, function definitions, registers, library offsets, etc. The data from a set of V1.3 Amiga and Lattice header files is included and packed for immediate reference by Hextrac.

## The Fred Fish Collection



application. Version 1.5, an update to version 1.2 on disk 451. Includes source in C.

Author: Chas A. Wyndham

### P-Index

A gift-ware telecommunications program written for AmigaOS 2.0 or higher. Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, unlimited size scrollable review buffer, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. This is version 1.2, an update to version 1.1 on disk 674. Has greatly reduced search times. Freeware, includes partial source.

Author: Dave Schreiber

Author: Chas A. Wyndham

### Adventure

The Colossal Cave Adventure, by Donald Woods and Will Crowther. This program runs from the CLI or Workbench, and is virtually identical to the original mainframe classic. This is version 1.10, an update to version 1.00 on disk 659. Binary only.

Author: Donald Woods, Will Crowther; ported by Tony Belding

### Format

A 2.04-only replacement for the AmigaDOS Format command. It uses a much more complete Workbench user interface (allowing for greater control over formatting from the Workbench)

and is smaller than the original Format command. Version 1.00, includes source.

Author: Dave Schreiber

### P-Reader

An all-purpose reader that displays texts,pictures/animations and sounds, which may be uncompressed or compressed with 'P-Compress'. Texts can include embedded static or animated illustrations and sounds. This is version 2.3, an update to version 2.2a on disk 681. Includes full source. Because of its size, it is dtwo disks. This is part 1 of 2. Part 2 is on disk 730. Author: Olaf 'Olsen' Barthel

### PowerSnap

A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both Shell and WorkBench environments. This is version 2.0, an update to version 1.1 on disk 542. Binary only.

Author: Nico Francois

## FISH DISK #728

support for 2.04-style wildcards from the CLI. Includes source.

Author: Dave Schreiber

to regenerate the bootable game disk. Binary only.

Author: Carsten

### Tag PatchMan

An editor for the Roland JD-800 programmable synthesizer. You can receive/transmit/save/load single patches, the special setup, all internal patches, "ALL"-datas, set parameters for the three effect systems used in Multi mode and edit the various part parameters. Version 1.0, binary only.

Author: Michael Fuchs

## FISH DISK #729

### BBBBS

Baud Bandit Bulletin Board System. Features include up to 99 file libraries with extended filenotes, up to 99 fully threaded message conferences, number of users, files, messages, etc. are only limited by storage space, controlled file library and message conference access for users and sysops, interface to extra devices like CD-ROM and others, all treated as read only, complete Email including binary mail, and multiple forwarding, user statistics including messages written, files uploaded or downloaded, time, etc., plus much more. Version 5.4, binary only.

Author: Gary Smith

uploaded or downloaded, time, etc., plus much more. Version 5.4, binary only.

Author: Richard Lee Stockton

### DSound

DSound is an 8SVX sound sample player that plays samples directly off a hard drive, without having to load the entire sample into memory first, making it possible to play samples of any length even under limited memory conditions. This is version 1.20, an update to version 1.00 on disk 654. This version adds sample looping, the ability to abort using CTRL-C, and the ability to prevent DSound from opening a window. Includes source.

Author: Dave Schreiber

### FF

FF is a file find utility for use under Workbench 2.04 or later. It features a full, font-sensitive GUI, AppWindow support, dynamic find-list update, the capability to recognize both hard and soft links, and the ability to optionally descend into hard links to directories.

This is version 1.01, includes source. Author: Dave Schreiber

FontViewer

A program to view fonts. Features include selectable screen resolutions, outline font support (WB 2.0), ColorFont support, up to thirty fonts shown at once with each in its own

## FISH DISK #730

### Term

A gift-ware telecommunications program written for AmigaOS 2.0 or higher. Features include total configurability, full ARexx control, Xpr-transfer support, filetype-identification after download, cut & paste/point-and-click on screen, auto upload and download, unlimited size scrollable review buffer, solid and fully-featured VT100/VT220/ANSI emulation, optional fast atomic terminal emulation, hotkey support, powerful phonebook and dialing functions, ability to save and print the contents of the screen as IFF-ILBM or ASCII file, full overscan and screen resolution support (new ECS screen modes included), asynchronous operation and a lot more. This is version 2.3, an update to version 2.2a on disk 681. Includes full source. Because of its size, it is distributed on two disks. This is part 2 of 2. Part 1 is on disk 725. Author: Olaf 'Olsen' Barthel

## FISH DISK #731

### FindIt

A fully Intuitionised file finder. Features include search multiple drives/directories, search for file names starting with/not starting with given text, file names containing/not containing given text, file names ending with/not ending with given text, files created on/after/before/not on given date, files containing given text, etc. Found files can be copied, deleted, viewed, or printed. Requires Workbench 2.0. This is version 1.0, binary only.

Author: Gary Smith

### GadToolsBox

A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 1.4, an update to version 1.3 on disk 659. Includes source.

Author: Jan van den Baard

### QMouse

An unusually small and feature-packed "mouse utility". Was inspired by, but not derived from, the original QMouse by Lyman Epp. Features include automatic window activation (like WindX), top-line blanking for A3000/A2320 users, system friendly mouse blanking, mouse acceleration/threshold, "Pop-CLI", click-to-front/back, "SunMouse", "NoClick", "WildStar", Northgate key remapping, and more. Requires Kickstart 2.0, but is not a commodity. Only 3K. Version 2.20, an update to version 2.10 on disk 697. Public domain, assembly source included.

Author: Dan Babcock

## FISH DISK #732

### FontViewer

A program to view fonts. Features include selectable screen resolutions, outline font support (WB 2.0), ColorFont support, up to thirty fonts shown at once with each in its own

# More Fish.....

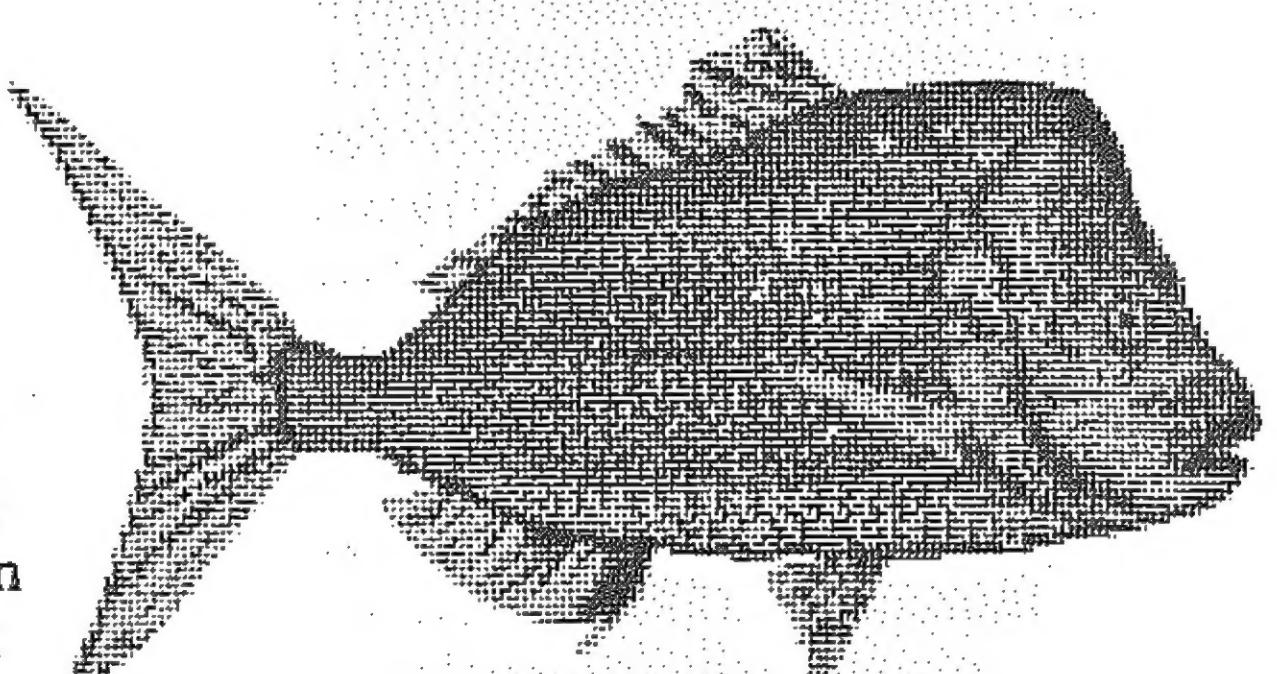
window, up to three lines of changeable text for viewing fonts, use file requester to find fonts to view (WB 2.0). Version 1.2, binary only. Author: Gary Smith

**MPE**  
A compiler tool for users of the M2amiga programming environment. MPE does the same job better than your batch file. You can do everything with the mouse or the right amiga key. With this Modula-2 Programming Environment you can compile, link, and run your program. When there is an error, the editor is started automatically. You can set all switches for M2C, M2L M2Make, M2Project, and M2LibLink. This is version 1.31, an update to version 1.17 on disk 703. Binary only. Author: Marcel Timmermans

**PSUtils**  
Some utilities for postscript and adobe fonts. Resetadobe (version 1.0) is a program to modify the AFM files of adobe fonts which do not appear to have the correct spacing after being generated by AFM2PFM. Postsplit (version 1.0) is a program to split a color PageStream postscript file into individual color/page files for multipass printing PFM2AFM (version 1.0) generates AFM files for adobe fonts. T1Utils is a set of adobe font manipulation tools including a font disassembler. Author: I. Parker, D. Spencer, Ken Borgendale, Lee Hetherington

**Riff**  
A little iff reader written in M2amiga Modula-2. Version 1.0, includes source. Author: Marcel Timmermans

**RTracker**  
A MOD player that is small, easy to use, highly configurable, follows CBM's style guide, supports automatic decompression of MODs, and more. Version 2.0, shareware, binary only. Author: Mike Manzano



## FISH DISK #733

**AntiCicloVir**  
A link virus detector that detects 25 different such viruses. Version 1.6, an update to version 1.5 on disk 710. Shareware, binary only. Author: Matthias Gutt

**Cube**  
An animated Rubik's Cube simulator, solver, and tutorial. It uses two solving algorithms, one which can be applied by a human using simple rules, and another that is too complicated to be used except by a computer. Shareware, includes source. Author: Martin Gitelson

## FISH DISK #735

### PowerVisor

A powerful machine language debugger and system monitor designed for the serious Amiga programmer. PowerVisor supports all Amigas and all processors (including the 68040). There are two versions, one for AmigaDOS 2.0 and one for AmigaDOS 1.3 (or 1.2). Among many other things, PowerVisor supports symbols and ARexx (with 215 different ARexx commands). It is also very customizable. The AmigaDOS 2.0 version supports online help with 'AmigaGuide' and is installable with the 2.0Installer. This is version 1.20. Source for some examples is included. PowerVisor is shareware. Registered users can order the complete PowerVisor source. This is part 2 of a two part distribution. Part 1 is on disk 734. Author: Jorrit Tyberghein

## FISH DISK #736

### EasyStart

A program to start other programs in a very easy way. It can start programs with a popup menu, a popup screen, with menu items in the WorkBench menu, with a window containing gadgets, and more. Version 1.12, binary only. Author: Andreas Krebs

## FISH DISK #734

### PowerVisor

A powerful machine language debugger and system monitor designed for the serious Amiga programmer. PowerVisor supports all Amigas and all processors (including the 68040). There are two versions, one for AmigaDOS 2.0 and one for AmigaDOS 1.3 (or 1.2). Among many other things, PowerVisor supports symbols and ARexx (with 215 different ARexx commands). It is also very customizable. The AmigaDOS 2.0 version supports online help with 'AmigaGuide' and is installable with the 2.0

### Installer

This is version 1.20. Source for some examples is included. PowerVisor is shareware. Registered users can order the complete PowerVisor source. This is part 1 of a two part distribution. Part 2 is on disk 735. Author: Jorrit Tyberghein

## FISH DISK #737

### AMPlotDemo

A demonstration version of a commercial graph plotting program designed for publication quality plotting of scientific data. The demo allows datasets no larger than 10 datapoints and will not create hard copy plots. Version 2.0, binary only. Author: Andrew Martin, SciTech Software

## ANSI

A small CLI utility to convert C source between ANSI and Kernighan and

Ritchie function definition formats. Also allows generation of prototypes. No Amiga extensions and should be portable. Version 1.6, an update to version 1.0 on disk 598. Includes C source. Author: Andrew Martin, SciTech Software

### DBuff

Source code with a small demo to implement double buffering by adding a second ViewPort to an Intuition screen. Version 1.3, an update to version 1.0 on disk 599. Includes C source. Author: Andrew Martin, SciTech Software

### PrLabel

A utility to print laser printer labels. Support 3x8, 2x8 and 2x7 A4 label sheets. The program may easily be modified for other formats. Also serves as a demonstration of using STSLib for gadgets and menus. Version 1.2, an update to version 1.1 on disk 599. Includes C source. Author: Andrew Martin, SciTech Software

## FISH DISK #738

### CanonBJC

Color printer driver package for Canon BJC 800 and Canon Epson emulation printers. Supports Epson 24/48 pin and BJC emulation compressed native mode. This driver is not limited to 16/4096 shades/colors. Includes font independent preferences programs for controlling additional options, free definable dither routines (many are included), ink compensation, color adjustment, timeout, and more. Version 1, binary only. Author: Wolf Faust, Distribution by Canon Europe N.V.

### CanonStudio

Prints IFF pictures from disk in 24/8 bit accuracy on normal WB printer driver. Pictures can be printed in any size (poster function) without need for much memory. Supports most IFFformats (incl. EHB, HAM6, HAM8, IFF24). Provides a nice font independent user interface, free definable ordered dithers, error diffusion and blue noise dithers, ARexx Interface, color adjustments, ink compensation, printer spooler and more. This version is limited to Canon printer drivers. Version 1.2, shareware, binary only. Author: Wolf Faust

### Galaga

A space "blast-em" game with over 300 different animation frames in 16 colors, many levels, end of stage nasties, bonus levels, kamikaze raids, etc. Version 1.4, binary only. Author: Geert Coelmont and Romain Voes

## FISH DISK #739

### Deft

A program to change the default tool of project icons. Will search through a disk or directory, finding all icons that contain a specified default tool and change that tool to a different one. It is useful for changing the default tools of

all the doc files on disk to your favourite text reader, for example. Version 1.0, binary only. Author: Gary Smith

### Hyper

Will lead you through documents that are written to be used with the legendary 'AmigaGuide' from Commodore. An ARexx port gives access to it from other applications. Requires OS 2.0. Version 1.0, shareware. Author: Bernd (Koessi) Koesling

### IconAuthor

A replacement for IconEdit2.0. It can transform IFF images or brushes into resized 2-BitPlane brushes or icon files that match the WorkBench2.0 colors. Online help is available via 'Hyper'. Demo version limited to processing provided demo image only. Requires OS 2.0. Version 1.0, shareware, binary only. Author: Bernd (Koessi) Koesling

### InScript

A program for producing video titles. Features include fully editable text entry, IFF pictures as background, WKSC works on

Workbench 1.2, 1.3 and 2.0. This is version 1.0, binary only. Author: Gary Smith

## FISH DISK #740

### Debt

A calculator suitable for dealing with numbers the size of the national debt. Will accept two 60 digit numbers and come up with a 120 digit answer. Includes source. Author: Tom Kroener

### MemCheck

A small tool to watch the first 1000 bytes of memory for illegal write actions. It also checks some system vectors (coldcapture, coolcapture, warmcapture, kickMemPtr, kickTagPtr and kickChecksum) to show any changes made by viruses. Kickstart 1.3/2.04 compatible. Version 1.0, binary only. Author: Tom Kroener

### MultiClock

A flexible titlebar clock commodity with many extra features such as chime with builtin or digitized sounds, alarm which allows launching an ARexx or Batch file, and both digitised and narrator speech to say the time. Requires AmigaDOS 2.04 or greater. Version 1.17, binary only. Author: Hugh Leslie

### PerfMonitor

A small tool to show the CPU usage of each task. Kickstart 1.3/2.04 compatible. Version 1.0, binary only. Author: Tom Kroener

*This month's fish were drawn by Jim Berry*

## APPLICATION FOR MEMBERSHIP OF THE AMIGA USERS GROUP INC.

### Membership Is \$30 per year.

Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

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Which group do you attend Mostly i.e., Holmesglen, NWAUG etc., \_\_\_\_\_

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November 1992

# AMIGA Calendar

Sunday	Nov 22	Holmesglen Meeting
Monday	Nov 23	NWAUG Meeting
Monday	Nov 23	Music SIG Meeting
Tuesday	Nov 24	SEAUG Meeting
Monday	Oct 26	NWAUG Meeting
Tuesday	Oct 27	SEAUG Meeting
Monday	Dec 7	NWAUG Meeting
Tuesday	Dec 8	SEAUG Meeting
Tuesday	Dec 15	Art SIG Meeting
Sunday	Dec 20	Holmesglen Meeting
Monday	Dec 21	NWAUG Meeting
Monday	Dec 21	Music SIG Meeting
Tuesday	Dec 22	SEAUG Meeting
Friday	Jan 1	DEADLINE for copy, February Workbench



As promised in the last newsletter Arnie Robbins demonstrated Opal Vision. Arnie brought his 2000 with accelerator and of course Opal vision. The whole lot was hooked up to the Wood's video projector so that everyone could see the effect on the big screen. The colours and transitions were stunning the only problem on the big screen was the difficulty in reading the requestors. The rest was fantastic. Arnie's demonstration was very comprehensive and obviously since he has been using Opal Vision for a while now his knowledge of the special features of this package is becoming extensive. The demonstration continued for about three hours and if it had not been for the fact that most of the people in attendance had to get up for work the next day, could have run even longer. Thanks Arnie.

Perhaps we can persuade Arnie to come back again and demonstrate his 4000 when he gets it. A drag race between an ordinary Amiga, a 68030 version and the 4000 on a ray tracing or morphing exercise would be very interesting.

There were a couple of first timers in attendance. Dave from the Video Producer's Association came and was heard to say that a large number of their members were using Amigas for their videos. Hopefully we can persuade more of the members to attend and perhaps to bring along some samples of their work.

John Falkner explained how he scans stills from his videos, overlays titles etc. then splices them back into the video to give a continuous effect from a stationary scene with titles, to the moving video.

The next Art SIG will be held at Aspendale on Tuesday 17th November starting at 7.30 pm. The following meeting will be on the 15th December. Anyone interested in attending should contact John Barlow on 5514760.

Holmesglen AUG meetings are held on the third Sunday of each month at 2.00 p.m. Doors open at 1.00 p.m. The venue is the Conference centre at Holmesglen T.A.F.E. College on the corner of Warrigal Road and Batesford Road, Holmesglen (Melways Map 69 reference F1).

North West AUG meetings are held every second Monday from 7.30 p.m. The meeting room is on the first floor of the Essendon community Centre, on the corner of Mt. Alexander road and Pascoe Vale Road, Essendon (Melways Map 28 reference J7).

South West AUG meetings are held on the 2nd and 4th Tuesdays of each month from 7.00 p.m. The venue is the Cheltenham Hall, on the corner of Nepean Highway and Charman Road, Cheltenham (Melways Map 86 reference H1).

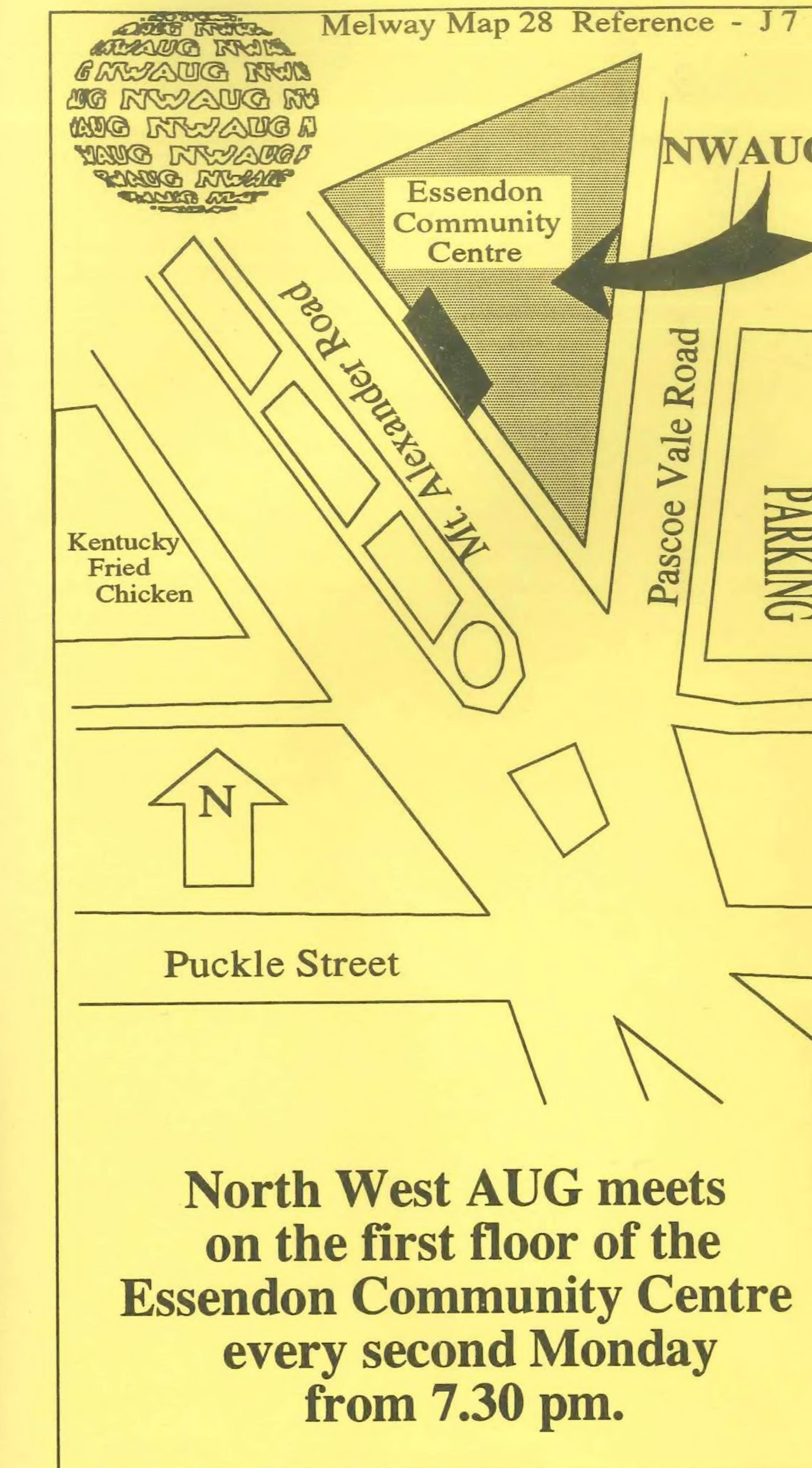
Art SIG meetings are held on the 3rd Tuesday of each month (N.B. this is NOT always the Tuesday following the Holmesglen meeting!! The venue may vary, so check the Art SIG report in this issue for the location of the next meeting).

Music SIG meetings are held on the Monday evening immediately following the Holmesglen meeting. The venue may vary, so check the Music SIG report in this issue for the location of the next meeting.

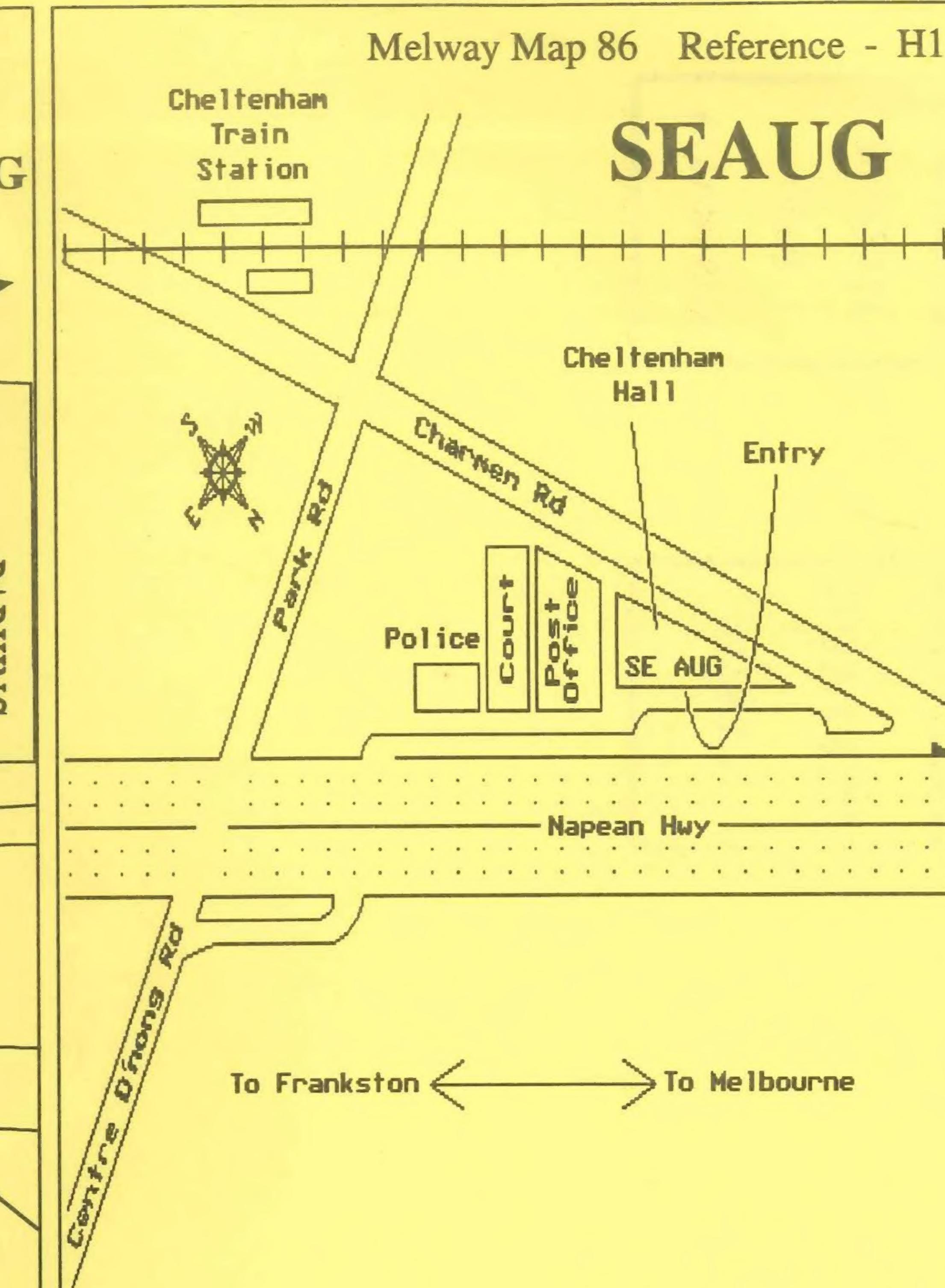
If you are arranging (or know of any) forthcoming meetings, demonstrations, lectures or other events that would interest readers, please let us have the details so that we can publicise them here. Country members unable to attend Metropolitan meetings are encouraged to use this calendar for local events.

## WARNING!

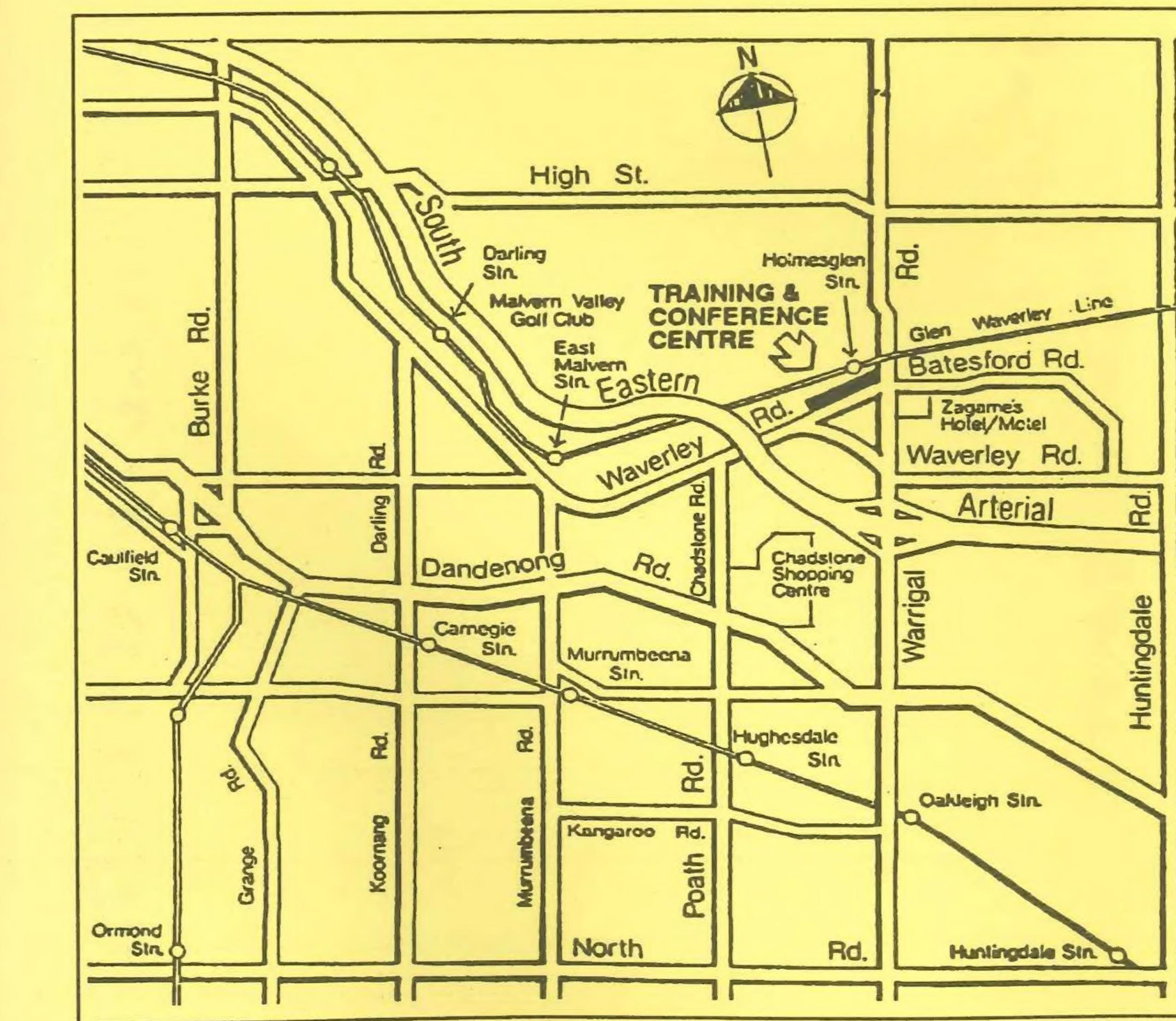
It has been brought to our attention that the Grey Ghosts are indeed active on Sundays. Please ensure that you are parked legally during the Holmesglen meetings or you may receive a parking ticket!



**North West AUG meets  
on the first floor of the  
Essendon Community Centre  
every second Monday  
from 7.30 pm.**



**South East AUG meets  
at the Cheltenham Hall  
on the 2nd & 4th Tuesday  
each month from 7.00 pm.**



**AUG Meeting Sunday 22nd.  
November. Holmesglen  
Conference Centre  
Chadstone. Melways 69F1  
Doors open 1 pm.  
Meeting starts 2pm.  
ALL WELCOME**



# *AMIGA Workbench*

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